



TOWN OF LOS GATOS

RJ BRYANT SERVICE CENTER
41 MILES AVENUE
LOS GATOS, CA 95030

BICYCLE AND PEDESTRIAN ADVISORY COMMISSION

FEBRUARY 4, 2016
3:00 P.M. - REGULAR MEETING

AGENDA

1. **MEETING CALLED TO ORDER**
2. **ROLL CALL**
3. **INTRODUCTION OF NEW MEMBERS**
4. **APPROVAL OF THE MEETING MINUTES**
 - A. December 3, 2015 (Attachment 1)
5. **VERBAL COMMUNICATIONS**
 - A. Public Speakers (*Three minute time limit per speaker for subjects not agendized.*)
 - B. Commissioners (*Information only, not for discussion. One minute time limit per commissioner.*)
6. **NEW BUSINESS**
 - A. North 40 Bicycle/Pedestrian Off-Site Improvements Presentation (Attachment 2)
 - B. Proposal to Revise Top 5 Priorities for 2016: Replacing Google Grant with Safe Routes to Work
7. **DEPARTMENT MATTERS/ITEMS FOR INFORMATION** (*as time allows*)
 - A. Police Department Report
 - B. Town Engineer's Report
8. **COMMISSION/COMMITTEE MEETING REPORTS** (*As related to BPAC. Two minute time limit per commissioner.*)
 - A. Youth Commission (Huang)
 - B. Safe Routes to Schools (Cook)
 - C. Parks Commission (Buncic)
 - D. Transportation and Parking Commission (Ristow)

- E. VTA Update – Bicycle & Pedestrian Advisory Committee (Hertan)

9. COMMISSION MATTERS *(Three minute time limit per commissioner.)*

- A. Chairperson Report
- B. Work Plan
- i. Ad Hoc Committee Updates
 - a. Bicycle and Pedestrian Master Plan
 - b. Google Corporate Grant Opportunities
 - c. Bicycle and Pedestrian Infrastructure
 - d. Social Media
 - e. Vision Zero
- C. Proposed Future Agenda Items

10. ADJOURNMENT

Next Regular Meeting: April 7, 2016

Attachments:

- 1) Minutes of Regular Meeting – December 3, 2016

<p>In compliance with the Americans with Disabilities Act, if you need special assistance to participate in this meeting, please contact the Parks and Public Works Department at (408) 399-5770. Notification 48 hours before the meeting will enable the Town to make reasonable arrangements to ensure accessibility to this meeting. [29 CFR § 35.102-35.104]</p>
